Candyne

Dogs are man's best friend.

Then what are the dog-like humanoids? Everyone's best friend, obviously! Candynes can be found all across the world, and in every profession. They share many traits with their non-human canine cousins, such as their superior sight and sense of smell. However, several of these breeds are imbued with magical and otherwise supernatural powers.

They have thick-skinned hands and feet, pronounced muzzles with many sharp teeth, ears on the top of their head –often among a mop of shaggy hair – and wagging tails. Their nails are conical and slightly curved, and often click on surfaces when they walk bare-footed.

Armorsmiths and leatherworkers whom are familiar with races with digitigrade legs and long tails often employ tabaxi and candyne staff to model their works.

Names

Candyne names are as varied as the breeds themselves. They sometimes take names from the community around them, or from heroes of legend. More commonly, however, they are named with a pup name, then choose their own name upon reaching adulthood.

Pup Names: Ace, Blue, Echo, Clover, Daisy, Dash, Lark, Star, Nipp, Rocky, Shiloh, Tripp, Reggie, Ash

Male Names: Luca, Martin, Deverick, Daine, Troye, Jo, Gerret, Mason, Shawn, Reginald, Adem

Female Names: Agathe, Yvette, Anna, Joan, Lillith, Luna, Jacqueline, Madeline, Elisabeth, Carissa, Asheley

Agender Names: Lyric, Emmery, Pippin, Destin, Scotty, Colress, Sanari, Kona, Snow, Fable

Family Names: Mudnose, Longclaw, Ferntail, Meadowtrail, Cloudeye, Greyday, Whisperhowl, Thunderear, Shadepelt, Nightpaw

Candyne Traits

You share the following traits in common with other Candyne.

Ability Score Increase. Your ability scores are determined by your breed.

Age. Candynes become adults by 10 years of age. Most live to be around 40 or 50 on average.

Creature Type. You are a Humanoid.

Size. Standing between 2 and 3 feet tall, Candynes weigh between 40 and 60 pounds, on average. Your size is either Small or Medium, you choose when you gain this race.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to ages of adjusting to the night's sky with canine kin, your race has the boon of contending with darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Keen Scent. You have advantage on Wisdom (Perception) checks involving your sense of smell and have advantage on Intelligence (History) checks on identifying individuals or species you have smelled before by scent.

Bite. Your sharp teeth are a natural weapon that can be used to make an unarmed strike. This bite attack deals 1d4 + your Strength modifier piercing damage.

Caninekin. You are capable of speaking with any canine-based species or race, and understanding them in kind.

Languages. You can read, write, and speak Common and Sylvan.

Subraces. There are many "breeds" of candyne. Choose from the following list: mossdog, goblinhound, smallherd, snowpaw, bulwark, papillon, laineux, ghostfang, death dog, cerberian, hellhound.

Mossdog

Standing nearly seven feet tall, Mossdog candyne are often mistaken for particularly shaggy firbolgs or kindly awoken mops. They are able to blend in seamlessly to foliage, as their fur is gray-green, looking very much like hanging moss or delicate ivies.

Ability Score Increase. Your Charisma score increases by 2, and one other ability score of your choice increases by 1.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Floracunning. You have proficiency in the Nature skill. When you make a Nature check, you can add double your proficiency bonus.

Additionally, you have the ability to communicate in a limited manner with plants. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

Mossy Magic. You know one of the cantrips from the following list: *Druidcraft, Light, Mold Earth*.

Intelligence, Wisdom, or Charisma is your spellcasting modifier for it.

Sam Roan, Afghan Hound Paladin / Social Worker
TitaniumDragon on DeviantArt

Goblinhound

Small, temperamental, and usually underestimated, Goblinhound candyne are explosive in infinite ways. It is believed that they were made alchemically by goblins from the runts of rat-hunting dogs.

Ability Score Increase. Your Dexterity score increases by 2, and one other ability score of your choice increases by 1.

Fury of the Small. When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.

Big Bark. As an action, you release a bark seemingly far too loud for your stature. Any creature within 15 feet that can see and hear you must make a Wisdom saving throw (DC = 8 + your Proficiency Bonus + your Charisma modifier). On a failure, the creature is stunned until the beginning of your next turn. On a success, they are immune to your Big Bark for 24 hours.

You can use this trait once, and can use it again once you finish a long rest.

Goblinhound Mage
Created by Perchance AI

Smallherd

Commonly found in villages alongside halfling neighbors, Smallherd candyne are very observant and loyal. They look over their flocks of sheep, goats, chickens, cattle, and many others with an intense and unwavering focus.

Ability Score Increase. Your Wisdom score increases by 2, and one other ability score of your choice increases by 1.

Herder. You can communicate simple ideas to small beasts and livestock. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

Additionally, you have proficiency in the Animal Handling skill.

Watcher. You are always on the lookout for danger. You can't be surprised while you're conscious, and you have advantage on initiative rolls.

Smallherd Sorcerer
Corgi Dog Wizard by Artwoof

Snowpaw

Found among goliath settlements and in mountainous regions, Snowpaw candyne are well-adapted to cold and enjoy the snow. They seem to have boundless energy and are known to run long distances.

Ability Score Increase. Your Constitution and Dexterity scores each increase by 1, and one other ability score of your choice increases by 1.

Snow Treader. You are unaffected by nonmagical snow and ice difficult terrain.

Winter Magic. You know the *Frostbite* cantrip. At 3rd level, you know *Armor of Agathys* and can cast it once per long rest. At 5th level, you know *Misty Step* and can cast it once per long rest.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells. You choose when you gain this race.

Bulwark

A hulking breed of candyne, Bulwarks stand easily a head-and-a-half over their human peers.

Ability Score Increase. Your Strength and Constitution scores each increase by 1, and one other ability score of your choice increases by 1.

Powerful Build. You count as one size larger when determining the weight you can push, drag, or lift.

Thundering Bark. As an action, you can release a thundering bark. Each creature within a 15-foot cube originating from you must make a Constitution saving throw (DC = 8 + your proficiency bonus + your Strength modifier). On a failed save, a creature must take 2d8 thunder damage and is pushed 5 feet away from you. On a successful save, the creature takes half damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the force of your bark, and your bark is audible out to 300 feet.

This damage increases by 1d8 at 5th level (3d8), 11th level (4d8), and 17th (5d8).

You can use this feature a number of times equal to half your proficiency bonus, rounded down.

Snowpaw Warrior
Artist Unknown (Pinterest)

Bulwark Candyne
@Itymnro on Twitter

Papillon

Thought to be the creation of an ancient archfey, Papillon candyne are exceptionally unique. Their small frames are surprisingly light, and their butterfly wings are incredibly strong.

Their wings come in almost limitless colors and patterns, though their pelts are often similar colors of brown, white, and black.

Ability Score Increase. Your Dexterity score and Charisma score each increase by 2.

Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Butterfly Wings. You have very potent fey ancestry that manifests in a very particular way – butterfly wings that sprout from between your shoulder blades. You have a flying speed of 30 feet. You can't be wearing medium or heavy armor to use your flying speed.

Papillon Candyne
By KcD on FurAffinity

Laineux

Coquet, chic, vogue – all words that describe the renaissance people of the Laineux. Very rarely are laineux candyne seen outside of artistic endeavors, and rarer still are they seen doing lowly manual labor. They are often musical teachers, designers, and craftsmen of the highest order. It is not uncommon to see a Laineux candyne in the employ of noblemen or even royalty.

Their narrow, lithe frames allow them to be excellent dancers, gymnasts, acrobats, mages, and bards.

It is said that the most labor a Laineux will do is to be on-site and assisting with architecture, carpentry, or masonry as a larger artistic building is erected.

Ability Score Increase. Your Intelligence score increases by 2, and one other ability score of your choice increases by 1.

Savvy. You gain one skill, tool, or instrument proficiency of your choice.

Laineux Artisan
Artist Unknown (Freepik AI)

Stylish. You know the *Prestidigitation* cantrip. At 3rd level, you know the *Disguise Self* spell and can cast it twice per long rest.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells.

Flourish. You can choose one simple or martial melee weapon without the two-handed property and gain proficiency in it. You can use your Dexterity modifier for this weapon, as if it had the Finesse property.

Alternatively, you can choose to use Dexterity as your modifier for your Bite.

Hearthpaw Ranger
TitaniumDragon on DeviantArt

Hearthpaw

One of the most common breeds of candyne, Hearthpaws are easily found among humanoid fellows. They are very dedicated to their friends, family, and craft. Hearthpaw candynes tend to be workers in service positions, such as hospitality, law enforcement, nursing, and caretaking. They are highly empathetic and have keen noses to search out for missing children, escaped prisoners, wandering elderly, and others who have been misplaced.

They have black, brown, golden, or white fur covering their bodies, and have soulful dark eyes. They stand about as tall as their humanoid kin.

Ability Score Increase. Your Intelligence and Dexterity scores each increase by 1, and one other ability score of your choice increases by 1.

Determination. You can gain advantage on an attack roll, an ability check or a saving throw. Once you use this trait, you can't use it until you finish a short or long rest.

Professional. You have proficiency in one skill of your choice.

Quick Learner. When you are training proficiency in a new tool, language, or skill, it takes you half the time.

Death Dog

Standing taller than a typical human, and even towering over average elves, death dog candyne are statuesque. A pure-white pelted candyne with piercing silvery eyes, they have gently sloped heads, like their non-humanoid bull terrier cousins.

Unlike their monstrous namesake, Death Dog candyne are a reverent and peaceful people. They have an affinity with death, both preventing and causing it, and are often in positions of guidance, such as clergy and death doulas.

Ability Score Increase. Your Wisdom score increases by 2, and your Constitution score increases by 1.

Deathless. You have a +1 bonus to death saving throws.

Into the Light. You know the Spare the Dying cantrip. At 3rd level, you know the Protection from Evil and Good spell. At 5th level, you know the Gentle Repose spell and can cast it without requiring material components.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells.

Benedict
Death Dog Funeral Director
Fatal_Blow on FurAffinity

Breeds based on D&D Monsters

Ghostfang

Slightly smaller and more lean than other candyne, ghostfangs come in many different colors. The best way to identify a ghostfang is their vivid and unnatural eye colors – purple, gold, bright green, deep red, and more. There are many myths that looking a ghostfang in the eye for too long lets them steal your soul and deepest secrets.

In reality, their supernatural powers are focused solely on the protection of their humanoid companions and families, as they can easily chase incorporeal threats and fight them easily with their preternatural bite.

Ability Score Increase. Your Dexterity score increases by 2, and one other ability score of your choice increases by 1.

Blink. As a bonus action, you can magically teleport, along with any equipment you are wearing or carrying, up to 30 feet to an unoccupied space you can see. You can use this trait a number of times equal to half your proficiency bonus, rounded down, per long rest.

Spirit Hunter. At 5th level, your bite is considered magical. You can also grapple and knock prone incorporeal creatures that would otherwise be immune to the grappled and prone conditions.

Blink Dog – Ghostfang Ancestor
Oriana Menendez

Cerberian

One of the rarest "breeds" of candyne, it is thought by those of the magical and scientific communities that cerberian candynes are actually just the merging of two twins while in development, causing the "mutation' or "manifestation" of two heads on one body. They are often of differing but similar personalities. This "mutation" and/or "manifestation" nevertheless causes unique durability in the candyne.

They are seen as omens, chosen protectors of the gods, or curses on a bloodline by the layfolk, but no concrete answer has, of yet, been determined.

Ability Score Increase. Your Strength score and Constitution score each increase by 1, and one other ability score of your choice increases by 1.

Two-Headed. You have two heads. You can speak through either mouth, and see through either set of eyes. You have advantage on saving throws against being Blinded, Charmed, Deafened, or Stunned, however if one head is affected by a condition, both heads are affected by that condition.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Cerberian Noble Child
Perchance AI

Hellhound

A black-pelted candyne with serious firepower, hellhound candynes are similar to tieflings – from the hells but not off the hells.

While they face some discrimination in smaller, more rural villages, they are often sought after by military leadership for their magical abilities and excellent tactical minds.

Ability Score Increase. Your Wisdom score increases by 2, and your Charisma score increases by 1.

Hell Born. You have resistance to fire damage.

Additionally, you take 1 less damage from nonmagical sources of fire.

Homing Sense. If you have a close possession, garment, or body part (such as a lock of hair or similar) to smell, you can attempt to follow a scent trail. Roll a Perception check against a DC set by the DM. This can be attempted so long as the trail exists within 25 miles of you.

You can only have one such quarry at a time.

Hellhound Girl
Aygis Pinter on Artstation

Homebrew by u/KoyukiTei13 on Reddit
Inspired by Fey Dog Race article by Brian Rubinfeld on Patron/Daemons & Deathrays

Made With
The Homebrewery
Homebrewery.Naturalcrit.com

DETECT BALANCE CALCULATIONS

Base Race

Trait	Points
ASI	0
Creature Type	0
Size	0
Speed	0
Darkvision	4
Keen Scent	4
Bite	1
Caninekin	1
Languages	0
Total	**10**

Mossdog

Trait	Points
ASI	12
Mask of the Wild	2
Mossy Magic	2
Floracunning	5
Total Subrace	21
Total	**31**

Goblinhound

Trait	Points
ASI	12
Fury of the Small	3
Big Bark	4
Total Subrace	19
Total	**29**

Smallherd

Trait	Points
ASI	12
Herder	3
Watcher	6
Total Subrace	21
Total	**31**

Snowpaw

Trait	Points
ASI	12
Snow Treader	2
Winter Magic	6
Total Subrace	20
Total	**30**

Bulwark

Trait	Points
ASI	12
Powerful Build	2
Thundering Bark	6
Total Subrace	20
Total	**30**

Papillon

Trait	Points
ASI	12
Nimbleness	2
Butterfly Wings	6
Total Subrace	20
Total	**30**

Laineux

Trait	Points
ASI	12
Savvy	3
Stylish	4
Flourish	2
Total Subrace	21
Total	**31**

Hearthpaw

Trait	Points
ASI	12
Determination	2
Professional	2
Quick Learner	3
Total Subrace	19
Total	**29**

Death Dog

Trait	Points
ASI	12
Deathless	2
Into the Light	6
Total Subrace	20
Total	**30**

Ghostfang

Trait	Points
ASI	12
Blink	4
Spirit Hunter	4
Total Subrace	20
Total	**30**

Cerberian

Trait	Points
ASI	12
Two-Headed	4
Relentless Endurance	4
Total Subrace	20
Total	**30**

Hellhound

Trait	Points
ASI	12
Hell Born	5
Homing Sense	4
Total Subrace	19
Total	**29**